Backyard FOOTBALL '10

NFL

NFL PLAYERS

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EVERYONE

CONTENT RATED BY ESRB

ATARI

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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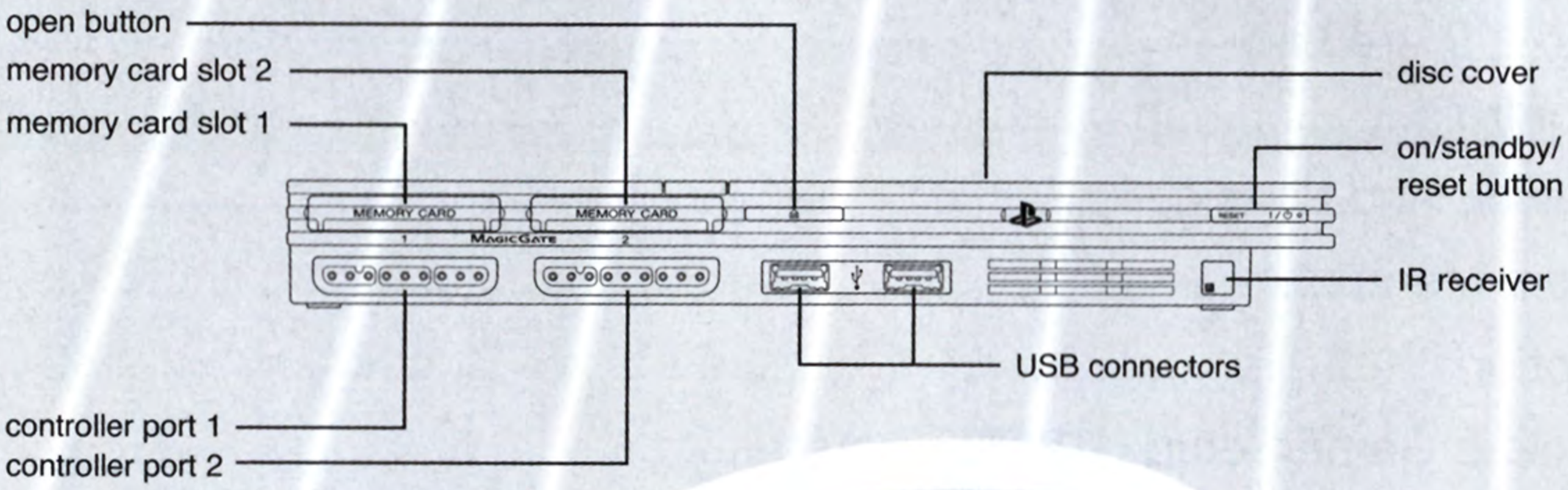
GETTING STARTED



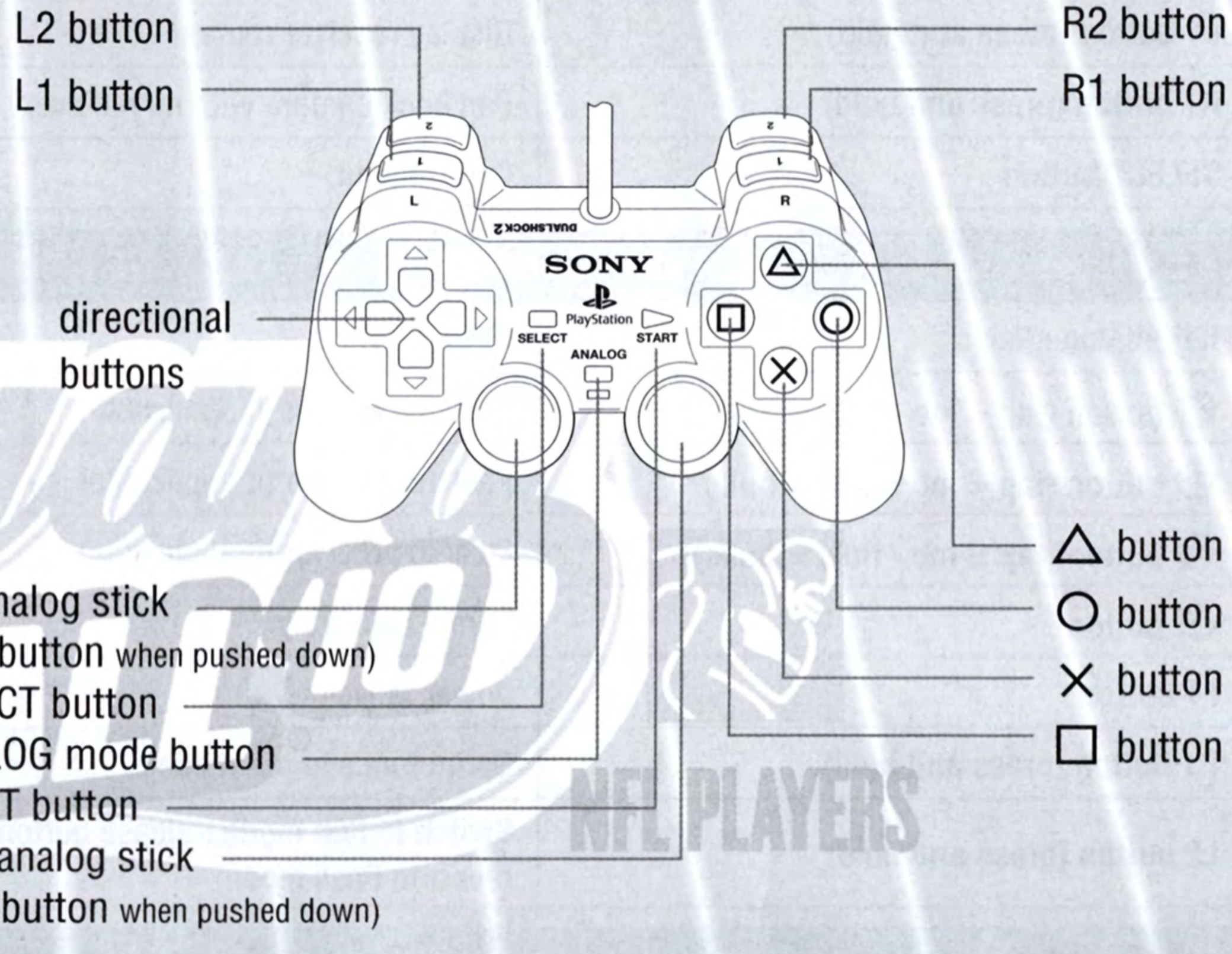
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Backyard Football '10* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS	
directional buttons	Navigate menu
⊗ button	Accept / Next
△ button	Cancel / Back
L1 button / R1 button	Toggle menu options

PLAYBOOK CONTROLS	
directional buttons	Change playbook pages
□ button, ○ button, ⊗ button	Choose play
△ button	Back
L1 button	Chuck's pick
L2 button	Sort plays by type or formation
R1 button	Flip play (Offense Only)
SELECT button	Call Timeout

OFFENSE – PRE-SNAP CONTROLS	
Control	**Action**
⊗ button	Hike
L1 button (press and hold)	Display receiver routes
R1 button (press and hold)	Pan back camera with no receiver
SELECT button	Call Timeout

OFFENSE – QB CONTROLS	
left analog stick	Move player
⊗ button (tap = lob / hold = bullet)	Pass to receiver (if applicable)
▣ button (tap = lob / hold = bullet)	Pass to receiver (if applicable)
◎ button (tap = lob / hold = bullet)	Pass to receiver (if applicable)
△ button	Throw ball away
L1 button	Power Move
R1 button (press and hold)	Sprint (once in run mode)
L2 button (press and hold)	Switch to Run mode (release button to revert to Pass mode)

OFFENSE – BALL CARRIER CONTROLS	
left analog stick	Move runner
right analog stick right	Juke right
right analog stick left	Juke left
right analog stick up	Shoulder charge
▣ button	Hurdle
⊗ button	Stiff arm
△ button	Dive
◎ button	Spin
L1 button	Power move
R1 button (press and hold)	Sprint

NOTE: When playing on Easy Difficulty, the passing mode is set to 1-Button passing. This means that when the QB is throwing a pass, any button press will result in a pass to the most open receiver.

OFFENSE – BALL IN AIR CONTROLS	
Control	**Action**
left analog stick	Move selected player
⊗ button	Select player closest to ball
△ button	Catch
R1 button (press and hold)	Sprint

DEFENSE – PRE-SNAP CONTROLS	
○ button	Change player
△ button	Jump
⊗ button	Change player
SELECT button	Call Timeout

DEFENSE – GAMEPLAY CONTROLS	
left analog stick	Move player
□ button	Dive Tackle
○ button	Select closest player
△ button	Jump
⊗ button	Tackle
L1 button	Power Move
R1 button (press and hold)	Sprint

KICK – FIELD GOAL AND PUNT CONTROLS	
⊗ button	Stop kick meter

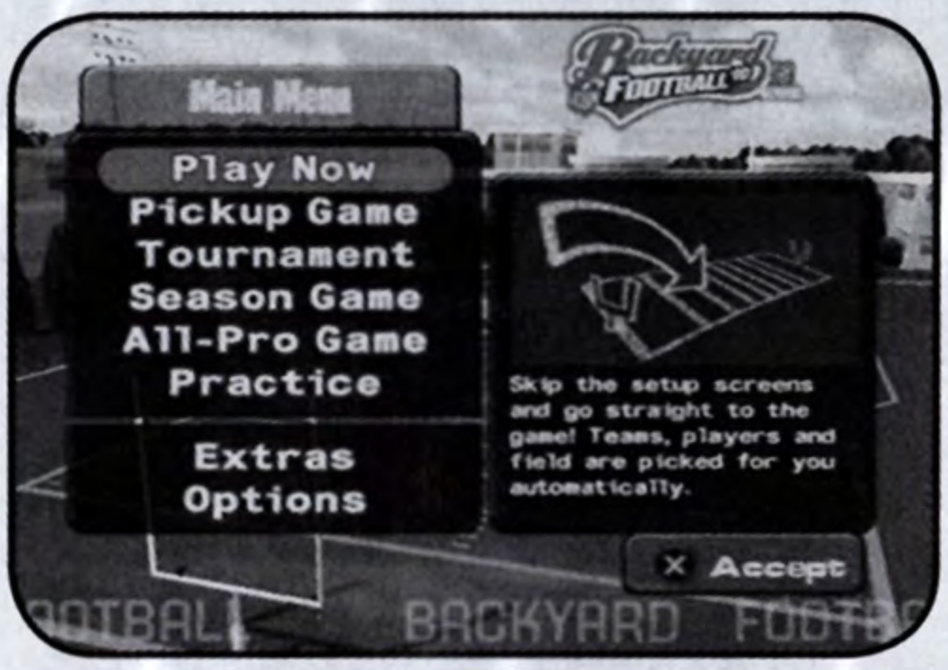
SAVING AND LOADING

Your season play progress is automatically saved following the completion of each *Backyard Football® '10* season game. To pick up where you left off in the schedule, simply sign in as the same coach. **Note:** Nothing is saved if you play Pickup games.

Your saved coach profile takes up 510 KB on your memory card (8 MB) (for PlayStation®2) but you can store 5 coaches within this profile. See "Pick Coach Screen" for instructions on deleting coaches.

The Save Options file contains game settings and unlocked extras. Only one Save Options file is saved per memory card.

MAIN MENU



The main menu is the starting point for all of the Backyard Football League (BFL) action. Choose from the following menu options:

Play Now

Start a game straightaway. Play a single-player game or play head-to-head against a friend. Teams, players, and a field are randomly chosen. The difficulty level is set to medium.

Pickup Game

Play a single-player game or play head-to-head against a friend. You can pick your game options, teams and players. Set them all up how you'd like and play!

Tournament Mode

Up to eight players pick their favorite team and play a series of games against each other to see who's the best!

Season Game

Set up the perfect team to play through a 16-game season. Track your stats, milestones, awards and even unlock goodies!

All-Pro Game

It's the AFC versus the NFC in this All-Pro game. Come back often, as the lineup will change with each game. Play a single-player game or play head-to-head against a friend.

Practice

Practice your offense, defense or kicking game without the pressure of a scoreboard or the game clock.

Extras

Go behind the scenes of *Backyard Football® '10*. Meet the players, view all-time records, access your trophy case, visit the Hall of Fame, view the credits, and replay the intro movie.

Options

Change the game and sound options.

OPTIONS

You can access the Options menu from the Main Menu.

Sound and Display

Camera Position: Normal, Classic or Back. Normal places the camera behind and slightly above the offensive line. Classic view puts the camera at field level. Back view pulls the camera back and up for a zoomed-out view.

Volume: Change the volume on Music, Sound FX, and Commentary.

Controls

View the various controls in the game for offense and defense.

PICKUP GAME SETUP (1-2 PLAYERS)

Play a single game where you set the rules and then choose a field, teams and players. Pickup games do not affect Season Play statistics.

PICK SIDES

Use the **directional buttons** to move your controller icon to Home or Away. If you have two players, one picks Home and the other picks Away. Choose a team and press the ⊗ **button** to continue.

PICK FIELD SCREEN

Select the field you'd like to play on. You can view a small picture of the field and a brief description of the field.

Note: As you play through Season mode, you will unlock extra fields that you can use for play in Pickup games or other Seasons.

PICK TEAM SCREEN

You are free to choose from all 32 NFL teams and 12 Backyard Teams. If you want to customize the Backyard Teams, press the ◉ **button** when the Backyard team that you want to change is selected.

GAME RULES SCREEN

At the Game Rules screen you can adjust the following rule settings individually:

Power Moves: Turn Power Moves ON/OFF.

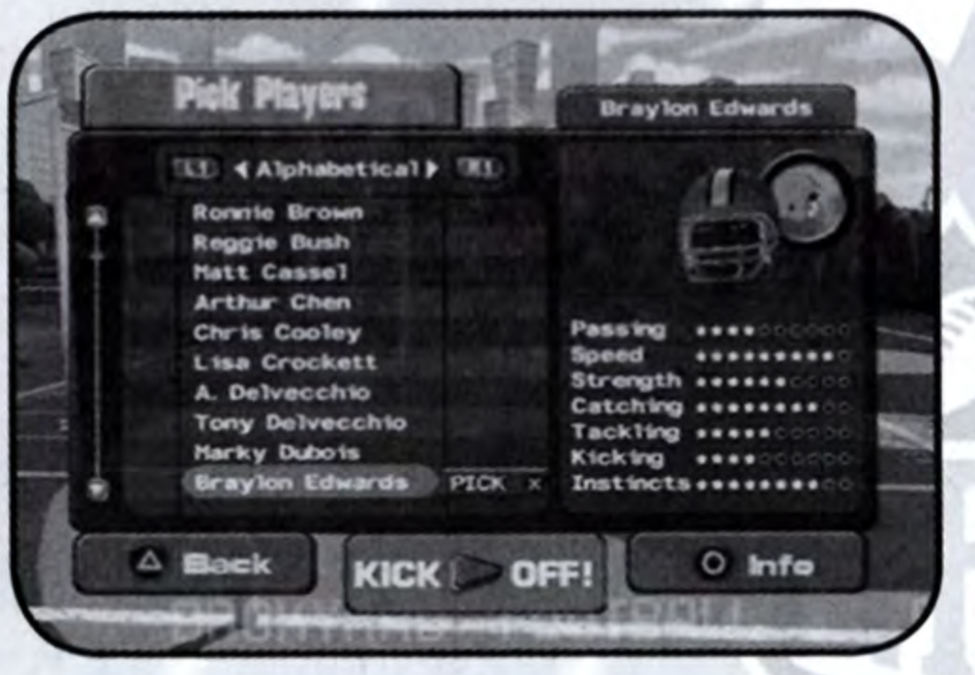
Set Time: Set the length of each quarter.

Vibration: Turn this ON or OFF. Default is set to ON.

Difficulty: Select Easy, Medium or Hard difficulty to change the default settings to the following :

Setting	Easy	Medium	Hard
Power Moves	ON	ON	OFF
Set Time	2 Minutes	3 Minutes	4 Minutes

PICK PLAYERS SCREEN

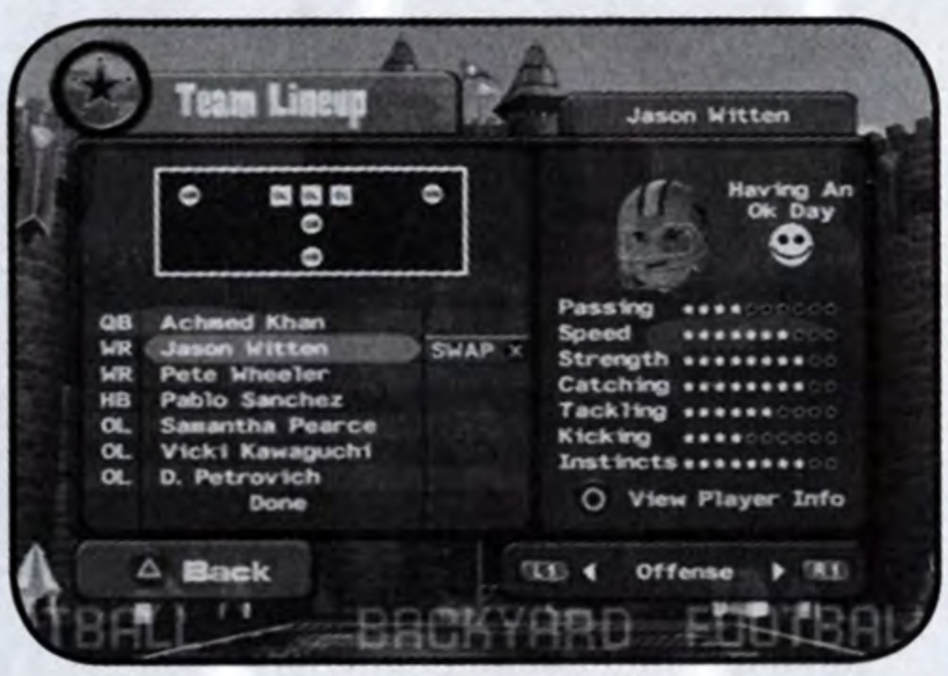


Teams alternate picking players until both teams have chosen seven players. Select from 32 NFL players as kids as well as 22 Backyard kids. You can also create your own players and customize their name, stats and appearance.

Press the **directional buttons up** or **down** to scroll through the list of kids. To add a specific player to your team, highlight the player and press the ⊗ **button**. If you want to create a custom player, highlight the Custom Kid option at the top of the list and press the ⊗ **button**. Press the **L1 button** or the **R1 button** to sort the list by category. You can also view the selected kid's bio by pressing the ◉ **button**.

Note: If at any time you want to bypass picking players, you can press the **START button** to start the game with random players. Any kids you pick before you press the **START button** will be included in your lineup.

TEAM LINEUP SCREEN



You can change the field positions of your kids on this screen. Highlight the kid you want to change, press the ⊗ **button**, then highlight the position you want the kid to be in and press the ⊗ **button** again. The kids will swap positions. You can change the field positions for Offense, Defense and Kick and switch between them by pressing the **L1 button** or the **R1 button**.

SEASON PLAY SETUP (1 PLAYER)

Pick a team of seven players and try to win the coveted BFL Trophy! As you progress through season mode, you will unlock NFL players and extra fields.

PICK COACH SCREEN

Create a new coach and begin a new BFL Season, select an existing coach to resume a season in progress, or delete a coach in this menu.

New Coach – To start a new coach, highlight any "create new" file and press the ⊗ **button** to create your coach. Use the onscreen keyboard to pick a name and select "Done" to start the season setup process.

Sign In Coach – If you have already created a coach, highlight the coach you want to load and press the ⊗ **button** to load the coach.

Delete Coach – If there is a coach you want to delete, highlight the coach you want to delete and press the ◉ **button**.

TEAM, FIELD, PLAYERS, AND RULES SETUP

See corresponding sections under "Pickup Game Setup." In Season Mode, the field you pick becomes your Home field.

SEASON MENU SCREEN

Play Game – Play your next season game.

Practice – Practice plays with your team.

Schedule – View your season schedule.

Statistics – Display league standings, player and team stats, and league leaders.

Team Management – Select Team Lineup to change player positions. Select Add Players to add players that you have unlocked through Season play. Select Trade Players to trade players from your team with available players from other teams (see below).

Milestones – View the milestones you've achieved as well as the ones you have yet to achieve.

Options – Sound and Display, Game Rules and Save / Load options.

TRADE PLAYERS

Trade Players, available from the Team Management screen (see above) allows you to trade one of your players for a player from another team. You can do this as many times as you'd like throughout the season.

1. At the Trade Players screen, press the **directional buttons up** or **down** to highlight the player from your team you'd like to trade.
2. Press the ⊗ **button** to jump to the other team list. Press the **directional buttons left** or **right** to browse other teams until you find a team with a player you want. Press the **directional buttons up** or **down** to highlight the player you want to trade for.
3. Once the correct players are displayed under "Trade" and "For" in the middle of the screen, press the ⊗ **button** to finalize the trade.

PRACTICE

Practice mode allows you to practice various aspects of football without worrying about scores or having the game on the line. Practice makes perfect!

Offense vs. Defense – Your team is on offense versus CPU defense.

Defense vs. Offense – Your team is on defense versus CPU offense.

Offense Only – Practice uninterrupted offense plays with your team.

Kickoff Coverage – Practice kickoff coverage.

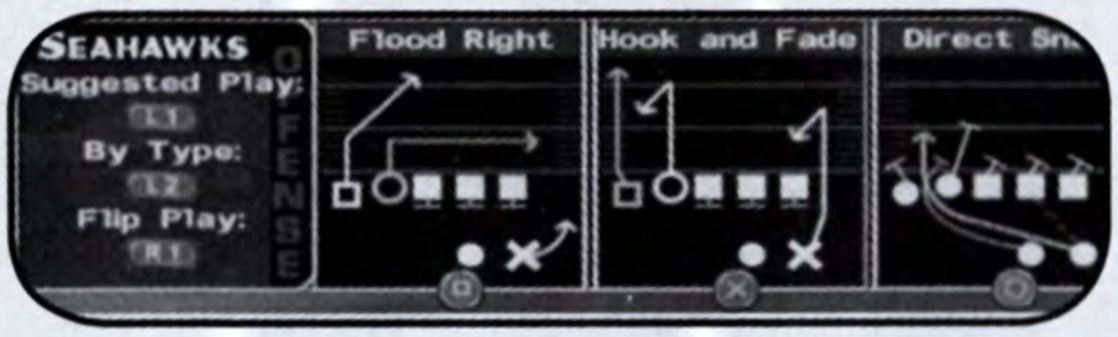
Kickoff Return – Practice receiving a kickoff and running up the field.

IN GAME

PAUSE MENU

The pause menu contains the following options: Continue, Call Timeout, Camera, Team Lineup, Options, Team Stats, Player Stats and Quit Game.

PLAYBOOK VIEW



The Playbook screen has everything you need to know about the current game: The current score for both teams, the current quarter, time remaining in the quarter, the number of timeouts each team has,

the number of power moves each team has and all applicable play related information.

First, choose a play formation using the **directional buttons** or **left analog stick**. Some formations are better for running plays, others are better for passing, and some are for special situations, like a field goal or punt. Press the ⊗ **button** to choose the selected formation.

Each formation has several plays associated with it — shown three at a time labeled with button icons (▣, ◉, and ⊗). You can scroll through all the available plays in a formation by using the **directional buttons** or the **left analog stick**. To select a play, press the ▣ **button**, ◉ **button**, or ⊗ **button**. Press the △ **button** to go back to the Formations page.

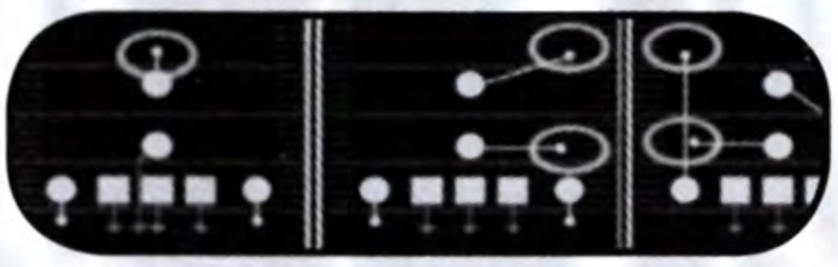
Other Playbook controls include:

- Chuck's Pick: **L1 button**
- Flip the plays: **R1 button** (Offense Only)
- Sort plays by type or formation: **L2 button**

Offensive Playbook

The yellow and orange arrows represent the pass receivers in the play. The orange arrow represents the primary receiver. The button control for passing to a particular player is shown at the base of each arrow. The blue arrow represents a run play and the exact route the running back will attempt to take.

Defensive Playbook



The white squares indicate the defensive linemen while the white circles indicate the linebackers, cornerbacks and safeties.

The orange circles represent the "zone" that a particular defensive player will cover and not leave during the play.

The red arrows represent a blitz assignment for a defensive player, which means they will rush the quarterback on a passing play and pursue the ball carrier on a running play.

The yellow lines represent man coverage for a defensive player, which means they will cover their assigned receiver anywhere on the field.

RUNNING A PLAY

Once you have chosen a play, your team will line up in the formation you have chosen. Press the ⊗ **button** to hike the ball. If you chose a pass play, use the **left stick** to move your quarterback and press the button (▣ **button**, ◉ **button** or ⊗ **button**) that corresponds with the receiver to which you want to pass.

Press and hold the **L2 button** to switch to Run mode with your quarterback. This turns him into a ball carrier, changing the passing controls to run controls. Release the **L2 button** to revert to Pass mode.

If you chose a running play, your quarterback will automatically hand the ball off to your running back. While running, press and hold the **R1 button** to make your player sprint. Your runner can also make special moves like juke, dive and spin (see the chart on page 4 for a complete list of runner controls).

DEFENDING A PLAY

Once you have chosen a play, your team will line up in the formation you have chosen and you'll have control of one player. Before the offense hikes the ball, you can switch players with the ◉ **button** or ⊗ **button** and move your player with the **left analog stick**. Once the offense hikes the ball, use the **left analog stick** to move your player and press and hold the **R1 button** to make your player sprint. Tackle ball carriers by pressing the ⊗ **button** when you collide with them or you can attempt a dive tackle by pressing the ▣ **button**. Press the ◉ **button** to switch to the player closest to the ball. If the offense attempts a pass, press the △ **button** when the ball is within range to attempt to intercept the pass.

KICK METER

When attempting a field goal or punt, a football-shaped meter will appear in the bottom-left corner of the screen. There is a yellow line that moves up and down across the meter. This line will continue to oscillate until you press the ⊗ **button** to stop it. Stop the line in the middle for the strongest kick.

Taunt Kicker

Before each kick you have a limited amount of time to press a **directional buttons** combination. If you successfully press the combination, the opponent's kick meter will skip and potentially cause them to make a bad kick. A failed taunt attempt has no effect.

POWER MOVES

As you play well throughout the game, the power gauge will fill up. When it fills completely, you will receive a Power Move that you can execute on either offense or defense, depending on the Power Move you received.

OFFENSIVE POWER MOVES

POWER MOVE	DESCRIPTION
Flash	This sprint power move makes a player move at a high rate of speed for a brief duration.
Front Flip	The ball carrier does a front flip, which makes it impossible to tackle them if the timing is right.
Bull Charge	A super powerful shoulder charge.
Slow Mo	All other players on the field slow down for a brief duration while the ball carrier maintains their speed.
Twister	The ball carrier turns into a whirlwind for a brief time, knocking any defenders in a small radius off their feet.
Stun Arm	This stiff arm knocks down the nearest defenders who might be further from the ball carrier than normal.
Super Dive	This dive power move causes the player to dive a long distance. (Hint: This is good for scoring touchdowns)
Laser Beam Pass	The quarterback throws a high velocity pass that has a 100% chance of being completed.

DEFENSIVE POWER MOVES

POWER MOVE	DESCRIPTION
Big Crush	Knocks the ball carrier backward several feet.
Glue Ball	Prevents the quarterback from throwing a pass for a short time.
Homing Tackle	Allows the selected defender to automatically home in and tackle the ball carrier.
Homing Interception	The selected defender automatically intercepts a pass.
The Hammer	The defender tries to strip the ball from the ball carrier.
Grease Ball	Greatly increases the chance of fumbling the ball.

BACKYARD FOOTBALL LEAGUE RULES

Backyard Football '10 uses rules similar to those used by the National Football League. The objective of the game is to score the most points by advancing the ball into the opposing team's territory and crossing their goal line.

THE KICKOFF

The Away team always kicks the ball to the Home team to begin the first half of the game, and vice versa in the second half.

The kicking team kicks off from its 30-yard line. If the ball is kicked into the other team's end zone and not returned, a touchback is called and the opposing team automatically starts with the ball at the 20-yard line.

The team that has the ball (offensive team) has four chances or "downs" to advance the ball 10 yards. If they succeed, they are given four more downs.

If the offensive team fails to advance 10 yards after four downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to a) kick a field goal or b) punt (kick) to the defensive team on the fourth down to get the ball as far away from their own goal as possible.

THE PLAYERS

Each team consists of seven players. These are the positions your team members may play on offense:

Center – This person hikes the ball to the quarterback at the beginning of each play.

Quarterback – The quarterback takes the snap from the center and then decides whether to throw it to a receiver, hand it to a running back, or take it down the field him or herself.

Tackle – A tackle's job is to protect the quarterback from being sacked on passing plays and block for the running back on running plays.

Running Back – Running backs are generally the fastest players on the team. Their job is to carry the ball down the field on running plays, avoiding the opposing team's defense.

Receiver – Receivers specialize in catching long passes from the quarterback, and then running to gain as many yards as possible.

TIME

The game is divided into four quarters and each quarter length is set between one and 15 minutes, depending on the settings you have

chosen. The game clock runs after every play except on incomplete passes and in the last two minutes of each half. Each team has three timeouts per half which will stop the game clock.

PASSING

An offensive player can only pass the ball from behind the line of scrimmage (where the ball was hiked) on passing plays. Only one forward pass is permitted per play. All forward passes that touch the ground are considered dead.

TURNOVERS

A turnover can happen in two situations:

Fumble – A fumble occurs when a receiver, running back or quarterback drops the ball while it's still in play. If this happens, the ball is considered "live" and either team can grab it. If the defensive team recovers the ball, it's considered a turnover.

Interception – An interception occurs when a pass made by the quarterback is caught by the other team.

SCORING

Touchdown – Touchdowns are worth 6 points. A team scores a touchdown by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone.

Point After Touchdown (PAT) – After scoring a touchdown, the team is given the opportunity to add one or two extra points, or "points after touchdown," from their opponent's 2 yard line. A PAT can be scored by kicking an extra point field goal for 1 point, or by running/passing the ball into the end zone for 2 points.

Field Goal – The offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.

Safety – One safety equals 2 points. Safeties are ruled when an offensive ball carrier is either tackled in his or her own end zone (the one at their end of the field) or if he or she fumbles the ball out of bounds from his or her own end zone. The defense is then awarded a safety, and the offense must kick the ball to the defense.

OVERTIME

If the score is tied at the end of regulation play, the game will go into "sudden death" overtime. Possession starts with the home team, and the first team to score wins the game.

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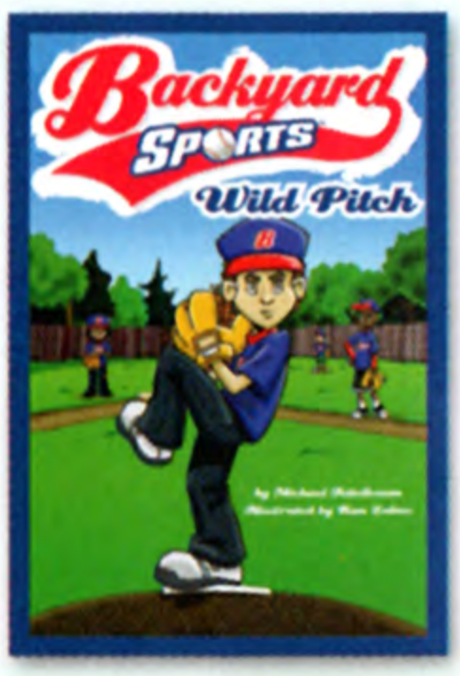

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